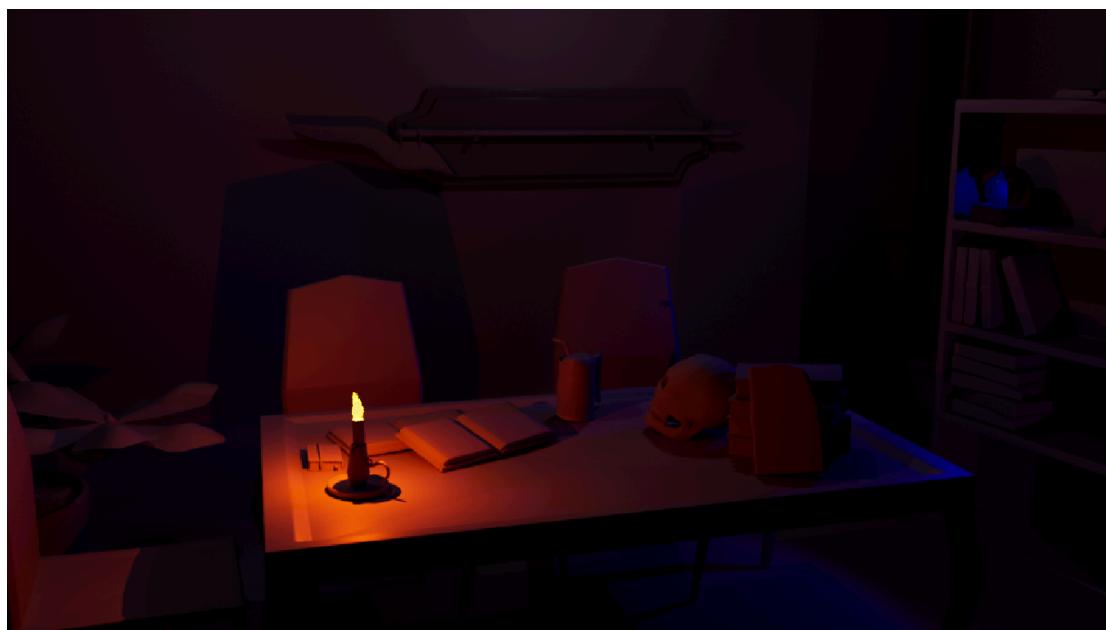
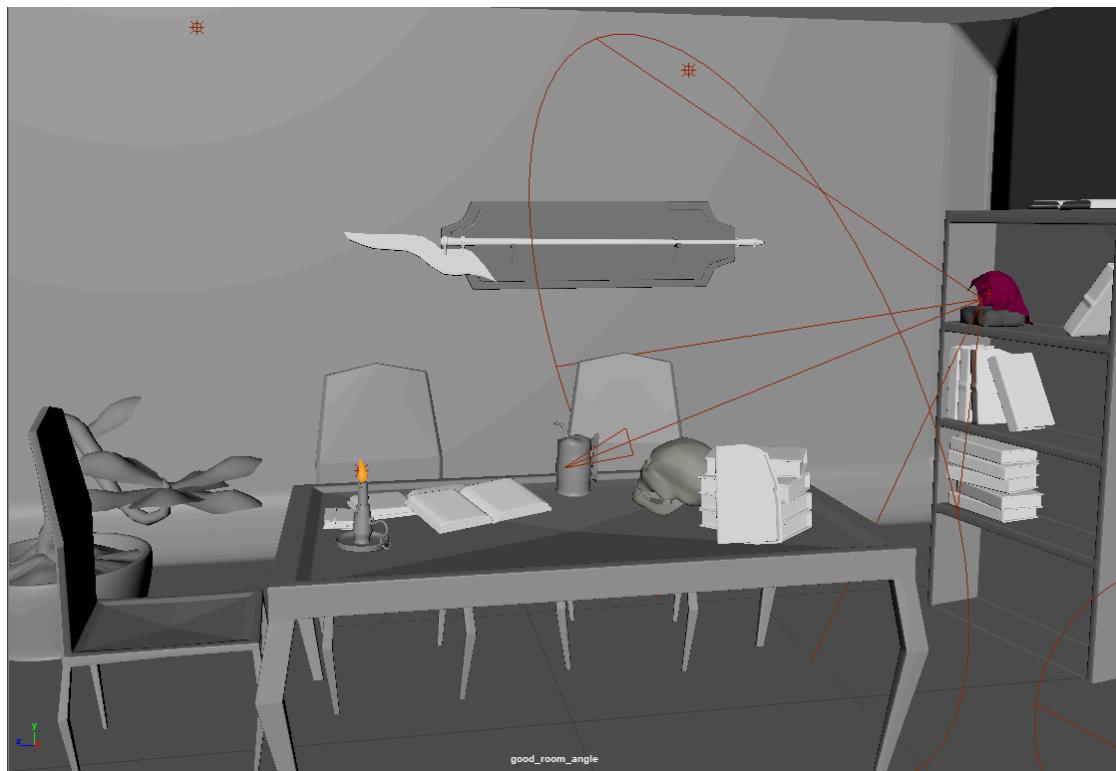
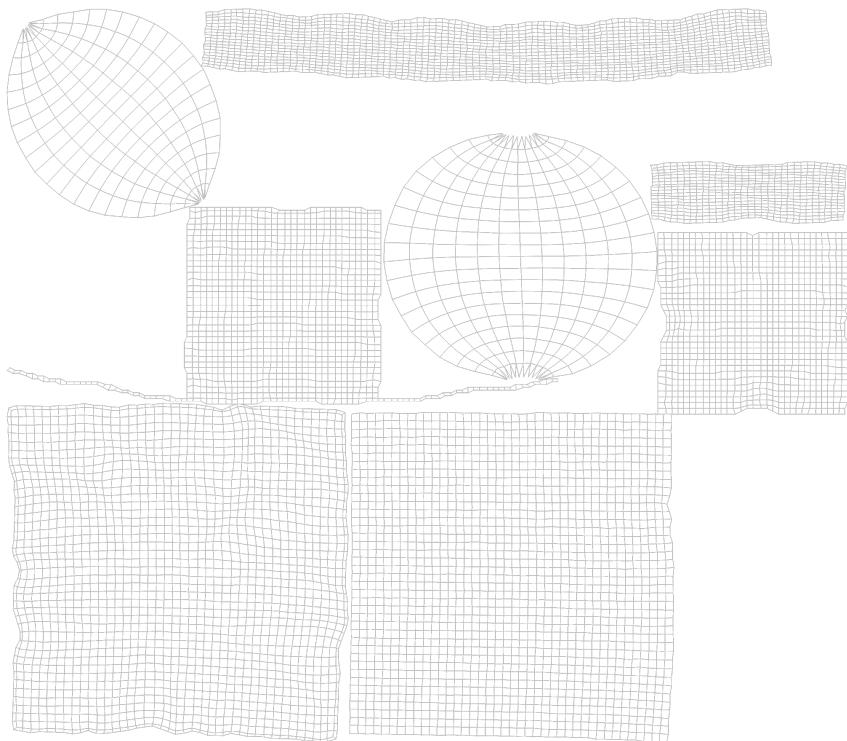
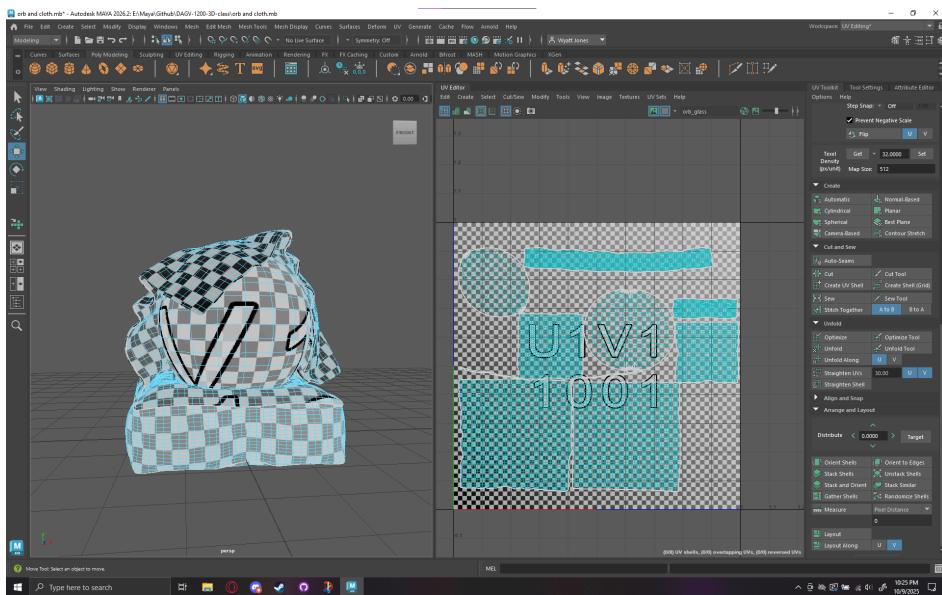


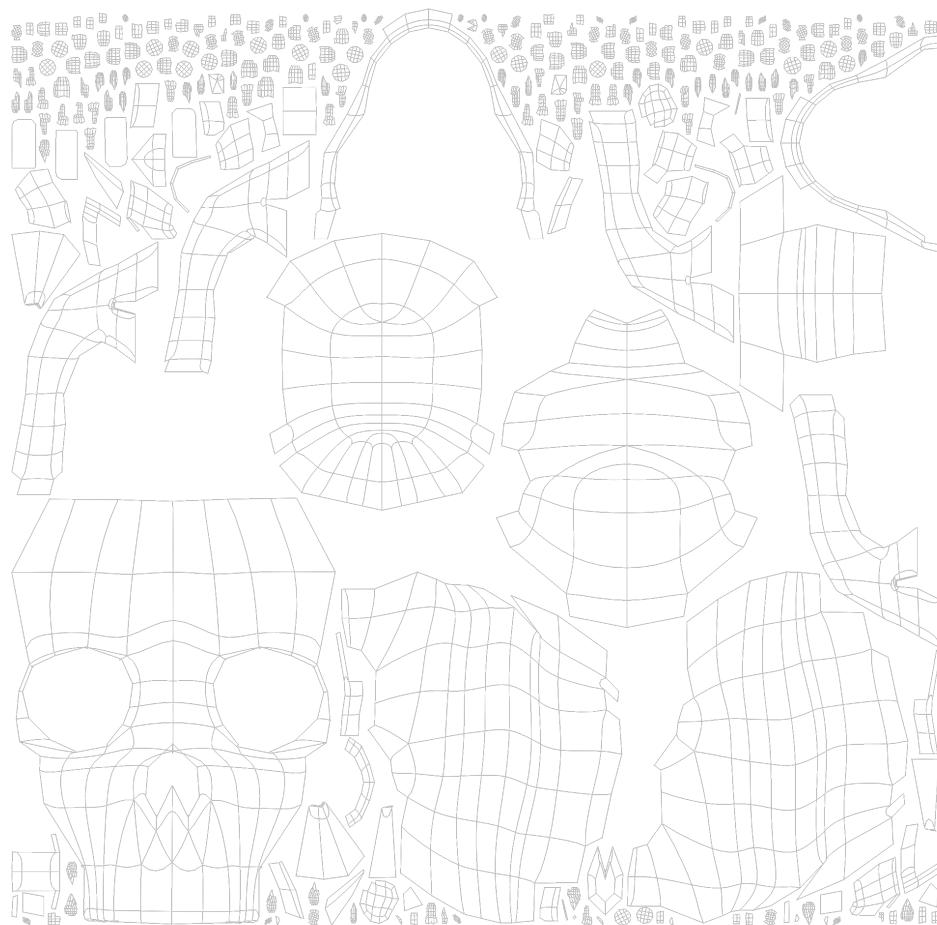
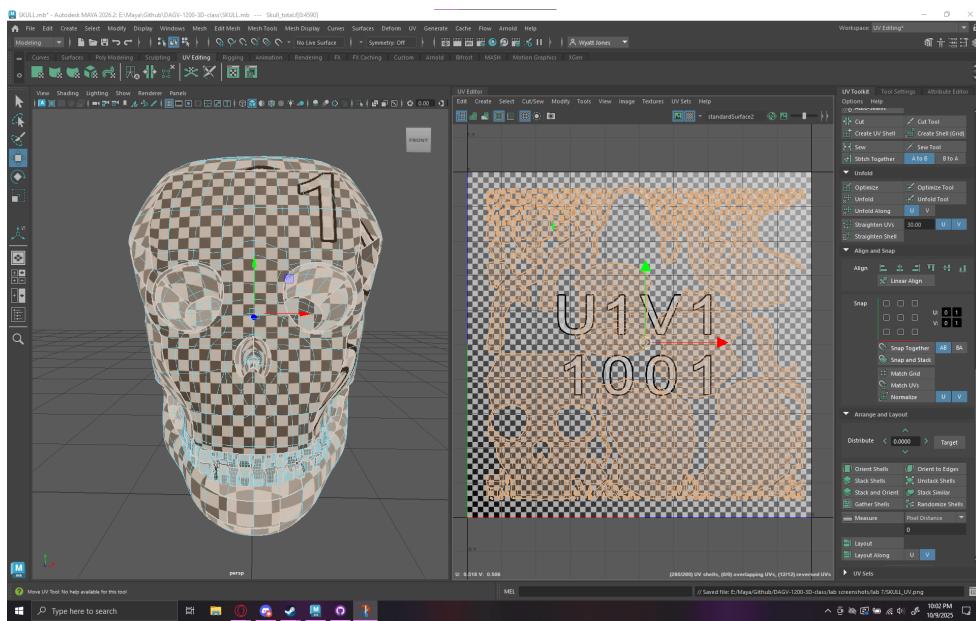
I played around a bit with lighting during this lab, wanting to figure out a warm to cool mix with dimmer mood lighting. This lab also calls for some UV work. I think I slowly progressed into getting better each object I went through unwrapping. For this lab I unwrapped my orb and cloth, my skull, and my spear. As for the current lighting setup, I have some ambient purple lighting as a mix between orange and blue, blue light emanating mainly from the orb on the bookshelf, and a brighter red-orange light coming from the candle on the table. I may play with it more before the final submission with this room.



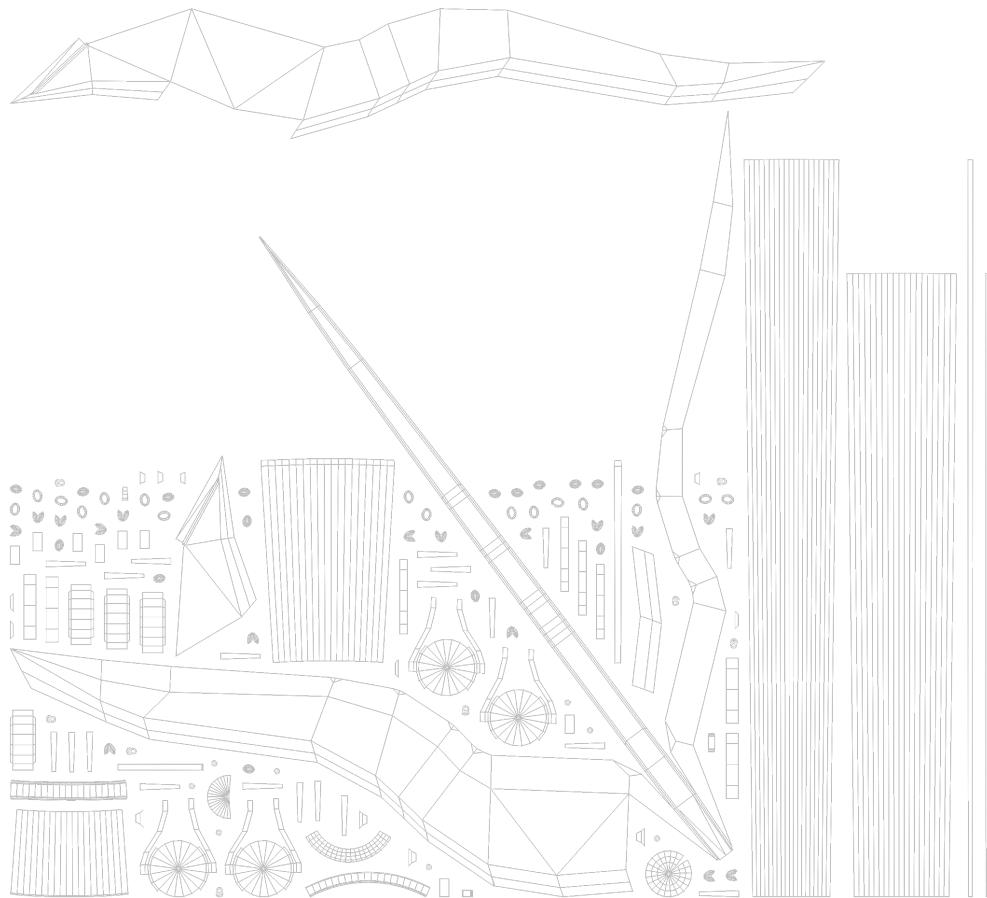
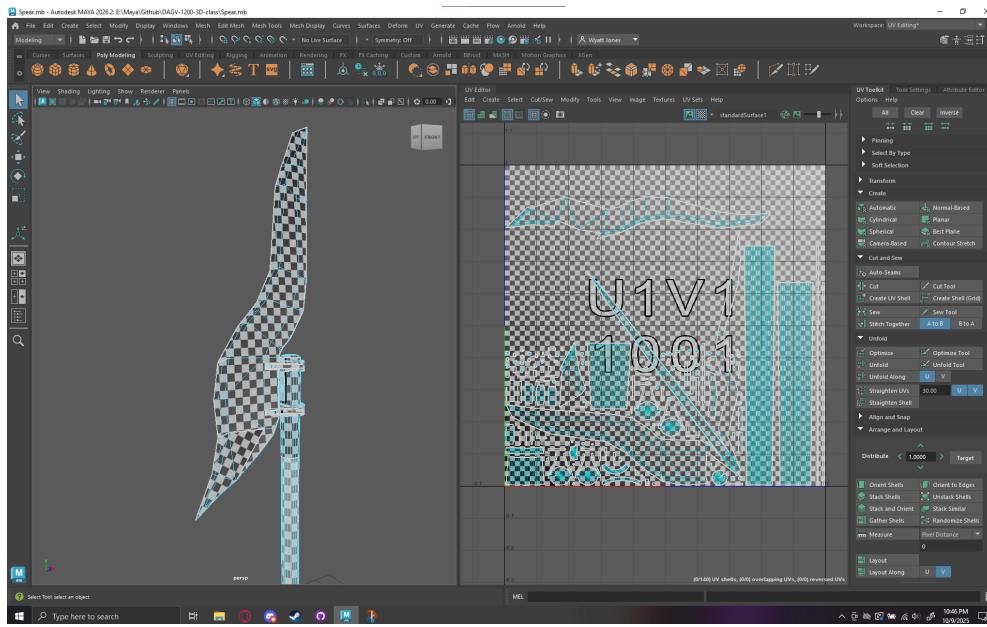
This is the current lighting, I may feel like I need to make it brighter in the future. The objects also need more material work.



Orb and Cloth UV's in viewport and snapshot



Skull UV's, viewport and snapshot



Spear UV's in viewport and snapshot. I did not figure out how to adjust islands until I did this one.

I think I learned a bit with this one, and I feel I could always use more UV practice. Although I must admit I have been missing blender.

GITHUB url:<https://github.com/Squishitron/DAGV-1200-3D-class>